Important information

Care instructions:

- Keep the unit clean by wiping it with a slightly damp cloth.
- Keep the unit out of direct sunlight and away from any direct heat source.
- Do not expose the unit to moisture or water.
- This product is suitable for children aged 7 and above.
- Please keep these instructions for future reference.
- WARNING: all packaging material such as plastic collars and blister are not part of this product and should be discarded for your child's safety.
- Remove the AA batteries when the unit is not being used for an extended period of time.
- **Do not use any sharp objects to interact with the screen. This might damage the unit and cause malfunction.**

This product complies with the essential requirements of European directives 88/378/EEC, directives 89/336/EEC, 92/31/EC, 93/68/EEC, 2004/108/EC, 2002/96/EC, 2003/108/EC, 2002/95/EC

Warranty information

Should you in the unlikely event experience any problems with this product all our products have a six month guarantee. In the first instance, return the product back to the place of purchase where a replacement will be issued.

Distributed by:
Kids Delight (UK) a division of InspirationWorks Ltd.
4 Beaumont House
Sutton Road, St Albans
Herts
AL1 5HH

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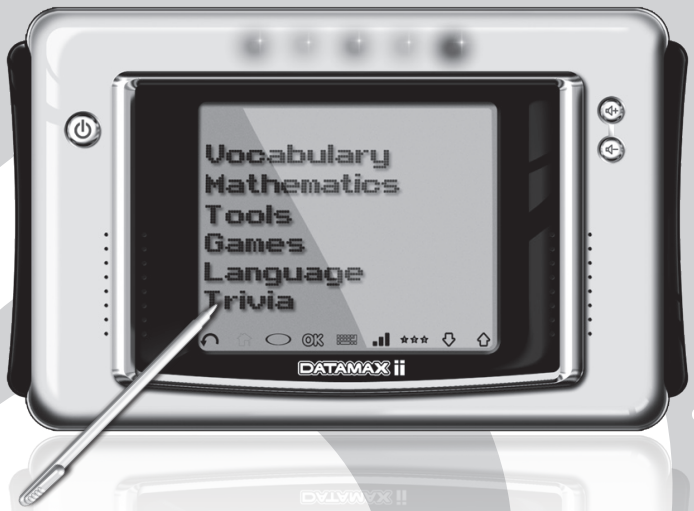
Hg

PRODUCED AFTER 13th AUGUST 2005.
WASTE ELECTRICAL PRODUCTS SHOULD NOT BE DISPOSED OF WITH HOUSEHOLD WASTE. PLEASE RECYCLE WHERE FACILITIES EXIST. CHECK WITH YOUR LOCAL AUTHORITY FOR RECYCLING ADVICE

kids delight

7+

DATAMAX ii

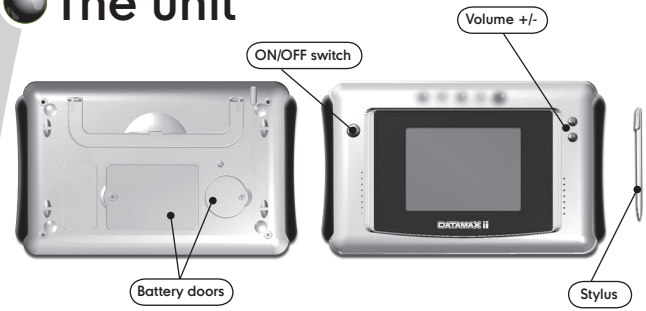


DATAMAX PINK

S0727 / S0728

instruction manual

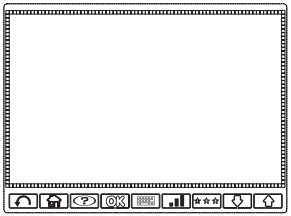
The unit



Important information

- This toy is suitable for children aged 7 years & over.
- Please retain this manual for further reference.
- Not suitable for children under 36 months. Presence of small parts, which can be swallowed)
- WARNING: All packing materials such as internal bags, plastic collars, plastic films, carton inserts are not part of this product and should be discarded for your child's safety.

The screen



ESC / ERASE icon: depending on the activity you are in; touch this key to either erase the last character you entered or go back to the previous menu.

HOME icon: allow to switch back to the main category menu

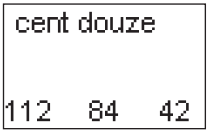
Please note the important points below when using batteries to power this product:

- Batteries should be inserted and removed by an adult.
- Only use the type of batteries specified in this user manual, or equivalent type. We recommend the use of alkaline batteries.
- Follow the polarity diagram inside the battery compartment and the polarity markings on the batteries.
- An incorrect location may either damage the toy, or cause battery leakage, or, to an extreme degree, lead to battery explosion.
- Do not try to charge non-rechargeable batteries, as they may leak or explode.
- Replace all batteries at the same time.
- Do not mix new with old batteries
- Do not mix different types of batteries (i. e. alkaline and zinc carbon).
- Remove the batteries during long periods of non-use. Always remove exhausted batteries from the product. Battery leakage and corrosion can damage the product.
- Do not short-circuit the supply terminals.
- Do not dispose of batteries in fire, as they may leak or explode.
- Rechargeable batteries are not recommended.
- When rechargeable batteries are used anyway:
  - Rechargeable batteries shall be charged only under the supervision of an adult.
  - Rechargeable batteries shall be removed from the toy before being charged (if they can be removed).
- If a battery is swallowed, consult a Doctor or Medical Facility, don't forget to take the product with you.

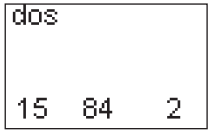
Trouble shooting

If the unit doesn't operate...	Check that the AA batteries are installed correctly. Try changing the AA batteries. Finally, try pressing RESET on the back of the unit with the tip of a pen. Warning: pressing RESET will erase all the data you saved in the unit.
If the volume is too low...	Install new batteries.
If the music begins playing at a very high or low rate of speed...	Install new batteries.
If there is a continuous buzzing sound and the unit doesn't operate...	Install new batteries.
If the sound begins to play at a very low rate of speed...	Install new AA batteries.
If the contrast on the screen becomes dim	Install new AA batteries.
If agenda data, phonebook data or text data cannot be stored in memory	Install a new CR2032 battery (backup battery).
If you loose the agenda data, phonebook data, text data, clock and date setting upon changing the AA batteries	Check if the CR2032 button cell battery is correctly installed. And if yes, try changing it.
If the unit malfunctions...	Reset the unit by pressing the RESET key on the back of the unit with the tip of a pen.

4/Counting: A number is written in Spanish or French, select the corresponding number. You have 2 attempts.



French

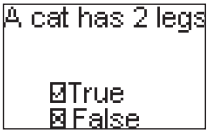


Spanish

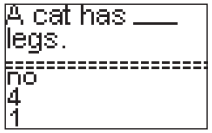
F – TRIVIA

Learning can be fun with this amazing trivia game. In each category - entertainment, geography, human body, astronomy, weather, dinosaurs, plants, animals – find the correct answer. You have 2 attempts.
The last category is TRUE OR FALSE: their affirmations are given to you; simply press TRUE if you believe the affirmation is correct or FALSE if you think it is not. If the affirmation is FALSE you will see after you have given your answer the correct answer will be shown to you.

Ex: to select the correct answer simply press on it using your stylus.

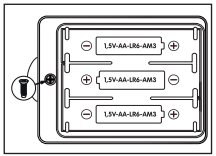


True or False



Trivia

How to change batteries



1. Picture of changing batteries
2. This product requires 3 x 'AA' (LR6) 1.5V batteries and 1 x CR2032 battery.
3. When required, using a suitable screwdriver, undo and remove the battery cover located under the unit.
4. Insert 3 x 'AA' (LR6) 1.5V batteries into the compartment ensuring they are installed the correct way around.
5. The polarities are marked inside the battery compartment.
6. Should the batteries have no polarity markings, the flat end of the battery should always be inserted against the spring.
7. Reassemble the battery cover and tighten the screen to secure.
8. Do not over tighten.

SURPRISE icon: display an animation randomly selected.

OK icon: touch this icon to confirm your answer or selection / choice.

KEYBOARD icon: touch this icon to switch the keyboard between alphabetic and numeric keyboards. Also used to remove the keyboard from the screen.

LEVEL icon: touch this icon to change the level.

TRIES icon: indicates the number of tries available.

DOWN and UP icons: allow you to scroll through menus or texts.

The content

In Datamax ii there are 6 categories:

- Vocabulary
- Mathematics
- Tools
- Games
- Language
- Trivia

When you turn on the unit you will discover these categories. By touching with your stylus the category name; you will then discover a list of activities.

Different activities in each category:

Vocabulary:

- Intruder
- Correct word
- Odd one out
- Grammar
- Hangman
- Thesaurus
- Spelling

Mathematics:

- Addition
- Subtraction
- Times
- Multiples
- Geometry
- Algebra
- Scale

Tools:

- Agenda
- Phonebook
- Calculator
- Clock
- Alarm
- Converter

Games:

- Secret Code
- Pairs
- Puzzle
- DJ Challenge
- Reversi
- Sudoku
- Catch Me

Language:

- French Test
- Spanish Test
- English Quiz
- Counting

Trivia:

- Entertainment
- Geography
- Human body
- Astronomy
- Weather
- Dinosaurs
- Plants
- Animals
- True or False

Use the UP or DOWN ARROW key to scroll through the different activities. Select your activity by pressing on it using your stylus.

How to play

A - VOCABULARY:

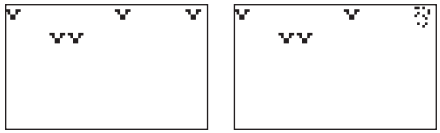
1/ Intruder: Find the intruder letter in the word appearing on the screen. Once you believe you have found the intruder, you can either press on the cannon under it or directly press on the intruder letter. You have 3 chances to find the intruder. In level 2; there are 2 intruders to uncover.

Ex: The intruder is "u" – Here you can either press on the cannon under the letter or directly on the letter using your stylus.

2/ Correct word: Choose the appropriate word to complete the sentence. You have 2 chances to find the correct word.

Ex: The missing word is "green" – simply press on the missing word with your stylus.

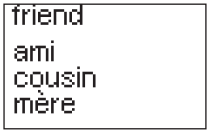
7/ Catch me: You have a minute to catch as many bees as possible. To catch them, simply touch them with the stylus when they appear on the screen. There are 3 rounds. In each round there are more and more bees and they go faster and faster!



E – LANGUAGE:

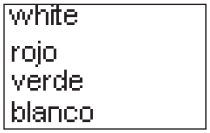
1/French: A word is given to you and you have 3 suggested translations in French. Find the correct one! You have 2 attempts!

Ex: the translation for "friend" is "ami"- simply press on that word using your stylus.



2/Spanish: A word is given to you and you have 3 suggested translations in Spanish. Find the correct one! You have 2 attempts!

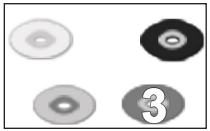
Ex: the translation for "white" is "blanco"- simply press on that word using your stylus.



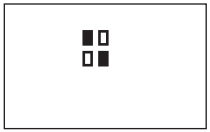
3/English Quiz: In this game the word to translate is given to you either in French or Spanish. You have 3 suggested translations. Find the correct one in 2 attempts.

French Spanish

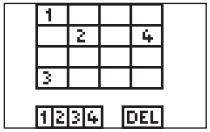
4/DJ Challenge: Do what the DJ does: follow the sequence of scratch and sounds for as long as you can... if you can! Listen carefully to which disc sequences are played by the DJ and reproduce the sequence by touching the records.



5/Reversi: Each reversi piece has a black side and a white side. On your turn, you place one piece on the board with your colour facing up. You must place the piece so that an opponent's piece, or a row of opponent's pieces, is flanked by your pieces. All of the opponent's pieces between your pieces are then turned over to become your colour. The object of the game is to own more pieces than your opponent when the game finishes. The game is over when neither player can move.



6/Sudoku: To complete a Sudoku, you must make every column; row and mini-grid contain one of each number – 1, 2, 3 and 4. Watch out not to place two of the same number in the same mini-grid, row or column... There is only one way to finish each Sudoku grid, and if you think carefully you will be able to work out the answer.



3/Odd one out: You'll see a list of 4 words. 3 have one way or another, a connection between them; the fourth one definitely does not belong there. Find out which one.

Ex: The odd one is "banana" – simply press on the odd one with your stylus.

4/ Grammar: In a sentence; identify the highlighted word. You have 2 chances to correctly identify it.
In level 2, a word nature will be given to you, select the word or the group of word corresponding to it. Again you have 2 chances to find the correct word(s).

Ex: "big" is an "adjective" – simply select "adjective" using your stylus.

5/ Hangman: This is a typical hangman game. Select letters on the alphabetical keypad and see if they belong to the mystery word. Be aware you have 10 chances to find the mystery word or the character will get hung.

Ex: The word to find is "crab". Use your stylus to select the letters. If you select a wrong letters, the hangman will appear little by little. If after 10 tries you have not found the word the little man will be hung.

6/Thesaurus: Among the 3 propositions given to you find the synonymous word to the first one. You have 2 chances.

Ex: the synonymous word of "quiet" is "calm"- simply press on that word using your stylus.

7/Spelling: Here you can enter words that you've learned or with which you have difficulties & then you can test yourself with these words.

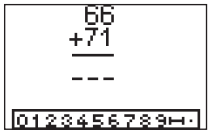
- **New:** select this function to enter new words; you can enter up to 10 words.
- **View/Edit:** here you can view your list or correct a word
- **Delete:** select this function to erase a word from your list
- **Quiz:** Here the unit will display one of the words you previously entered, and then you will have 3 chances to spell it correctly using the alphabetical keypad.

B - MATHEMATICS:

1/ Addition: There are 3 levels in this game. In each level, you have 3 chances to find the correct answer.

- L1: Simple 2-digit-numbers addition. Find the result.
- L2: Getting harder: Two 3-digit-numbers; here you can be asked either to find the result or one of the added number to get to the result given to you.
- L3: Hardest: Three 3-digit-numbers: there again you can be asked to find the result or one of the added number to get to the result given to you.

Ex: Simply press on the digits using your stylus to enter the result.



2/ Subtraction: There are 3 levels in this game as well. In each level, you have 3 chances to find the correct answer.

- L1: Simple 2-digit-numbers subtraction. Find the result.
- L2: Getting harder: Two 3-digit-numbers; here you can be asked either to find the result or one of the subtracted number to get to the result given to you.

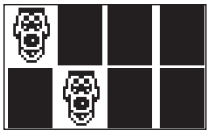
D – GAMES:

1/Secret Code: Try and break the secret code in 10 attempts. Each time you enter the code, touch OK. If you did not get the correct code, the unit will give you the following hints:

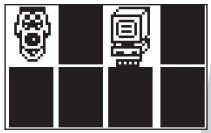
- If you have positioned a digit in its correct place, it will remain displayed
- If you have entered a correct digit, but in an incorrect position, the unit will display ✓
- If you have entered a digit which is not part of the secret code, the unit will display **X**

Note that the code never uses a digit twice.
In level 1, you'll have to find a 4-digit code; in level 2, a 6-digit code.

2/Pairs: Uncover the cards to try and find the pairs within the allocated number of attempts (5 the first round). To uncover a card, simply touch it. It will then reveal what lies underneath. Touch now another card. If both show the same sign, they will remain face up, and no attempt is deducted. However, if both cards show a different sign they will be covered again. One attempt will be deducted. If you win the round by finding all the pairs within the allocated number of attempts, you will then be taken to the next round. In this round there are more cards to uncover and you get 10 attempts to find the pairs. If you win the round by finding all the pairs within the allocated number of attempts, you will be taken to the final round where again there are more cards to uncover in 24 attempts.



No pairs, click again



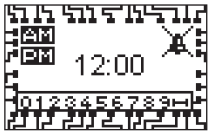
one pair, try to find another one

3/Puzzle: In this game you have 3 attempts to redo the puzzle that was shown to you for a few seconds. First, press on the hat, to retrieve the correct one. Then select the right face. Then select the right clothing. Finally select the right pants. Press OK if you think you have reproduced the right character if it is correct you will be taken to the next puzzle if not the character will remain and you will get 2 more chances to redo the puzzle

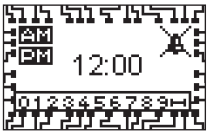
4/Clock:

VIEW: choose the view option to see what time it is. Note that when the time is displayed, the bell icon indicates whether the alarm is on or off. Touching the bell icon enables you to skip directly into the ALARM activity, to set / change / turn off the alarm.

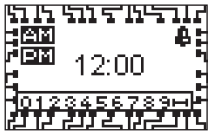
SET: choose the SET option to set the clock. To set or change the time, touch the number you want to change and then the number icon. After entering the time, touch the AM or PM icon. Then touch OK to confirm the time you have entered..



5/Alarm: Set the alarm clock just as you set the time on the clock. Once you have set the time for the alarm to go off, touch the bell icon. The bell icon indicates that the alarm has been set to go off at the time set up. The crossed bell icon indicates that the alarm has been switched off and will not go off. When the alarm goes off, simply touch the screen or let it beep until it stops. Note that unless you turn off the alarm, it will ring every day at the scheduled time.

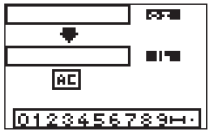


Alarm OFF



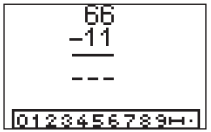
Alarm ON

6/Converter: You can convert WEIGHT or DISTANCE. When entering the menu, select one or the other. Then click on the weight or distance unit in the first line and choose the unit in which you want to do the conversion in the second. Finally enter the number you want to convert and press OK to obtain the conversion.

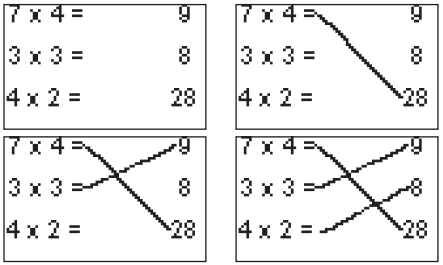


L3: Hardest: Three 3-digit-numbers: there again you can be asked to find the result of the subtraction or one of the subtracted number to get to the result given to you.

Ex: Simply press on the digits using your stylus to enter the result.

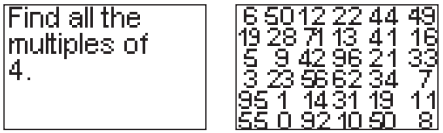


3/Times: There are 2 levels in this game. In each level, you have 3 chances to find the correct answer. In each level you are asked to connect the operation and its result. On the left side of your screen, there are 3 multiplications; on the right side 3 results. Use your stylus to touch the 1st operation & touch the result that is right for it.



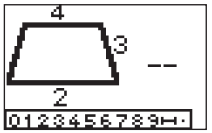
4/ Multiples: You will be asked to find the multiples of a number in a grid of 36 numbers; there are 5 numbers to find and you only have the right to 3 wrong answers.

Ex: Simply use your stylus to select the correct digits:



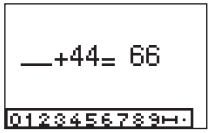
5/ Geometry: In this game you will have to find the perimeter of each geometrical shape. You have 3 chances.

Ex: Simply press on the digits with your stylus to enter the perimeter.



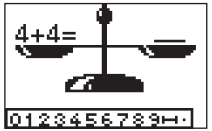
6/Algebra: Complete the operations with the correct number. You have 3 chances.

Ex: Simply press on the digits with your stylus to enter the missing digits.



7/Scale: Enter the correct number to keep the scale balanced. You have 3 chances.

Ex: Simply press on the digits with your stylus to enter the result on the right side of the scale.



C - TOOLS:

1/ Agenda:

NEW: to enter new information, you will be asked to choose the UK format date and next the year, month and date. When you have set a date, touch OK and the unit will open an empty page for you to type in the information. To enter text, use the alphabet keypad. When you have finished, touch the OK icon again, and the unit will save the entry under the selected date.

You can save up to 10 dates, each with 5 lines of text.

VIEW: to view the details of a date, choose the VIEW option. Then select the year and the month under which you have saved an entry. When you find the date you are looking for, touch it and the unit will show you the details. If you have typed more than three lines of text, use the « arrow up » and «arrow down» icons to see it all.

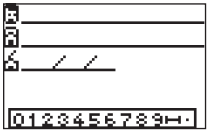
DELETE: choose this option if you want to delete a date. After touching DELETE, select the year and the month under which you have saved an entry. When the date you want to delete appears on the screen, touch it, and the unit will show you the details for a few seconds. Then touch the Y icon to confirm you want to delete this entry or N if you change your mind. Touching Y will delete the entry from the list.

2/Phonebook:

NEW: to enter the name and telephone number of a friend into the unit, choose NEW. Then enter the name, using the letters keypad. You can enter up to 12 characters. Touch OK when you have finished. You can now enter the telephone number, using the numbers keypad. You can enter up to 12 digits. When you have finished, touch OK. Then you can enter the contact's birthday. Finally the unit will ask you if you wish to save the record. You can enter up to 10 records.

VIEW: to view the details of an entry, choose the VIEW option. Then use the « arrow up » and « arrow down » icons to scroll through the list of names for which you have saved an entry. When you find the name you are looking for, touch it and the unit will show you the name and telephone number. You can correct the record or simply press 3xOK to exit. Finally the unit will ask you if you wish to save the record.

DELETE: choose this option if you want to delete an entry. After touching DELETE, use the « arrow up » and « arrow down » icons to scroll through the list of names saved. When the name you want to delete appears on the screen, touch it, and the unit will show you the details for a few seconds. Then touch the YES icon to confirm you want to delete this name or NO if you change your mind. Touching YES will delete the name from the list.



3/ Calculator: Use the numbers and symbols on the screen to perform all common operations like a standard calculator.